Ferrari

F355 challenge™

ELECTRONI
VEGLIA

EVERYONE
CONTENT RATED BY
ESRB

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing FERRARI F355 Challenge™ for the PlayStation®2. Please read this instruction manual thoroughly before starting the game.

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Ferrari F355 challenge™

Car Dimensions

Total Length x Total Width x Total Height: 167.3 in x 74.8 in x 46.1 in
Wheel Base: 96.5 in
Tread: F 59.6 in/R 63.6 in (F1514 mm/R1516 mm)
Weight: 2976 lb (DIN: 1450 kg) <Japanese Specs: 1440 kg>
Front/Rear Load <Japanese Specs>: Front Axle: 600 kg / Rear Axle: 840 kg

Performance

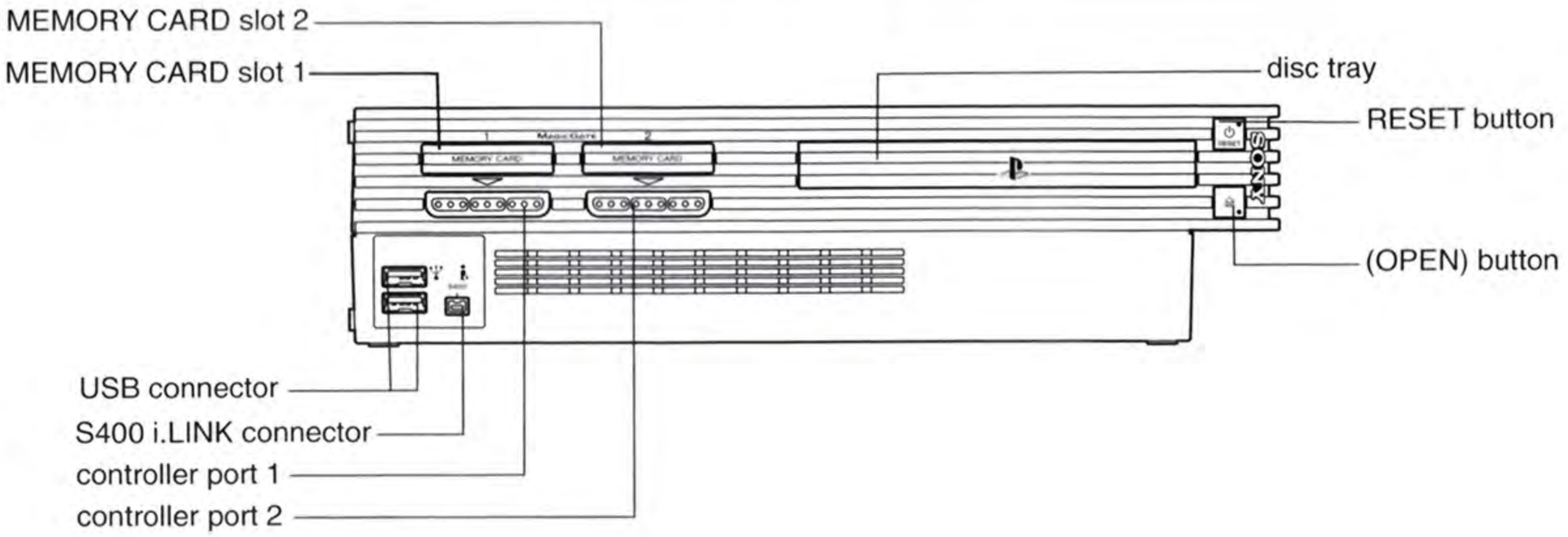
Max Speed: 183 mph (manufacturer's official figures)
Acceleration: 4.7 sec (0-60 mph), 13 sec. (0-1/4 mile)

Engine Specifications

Engine: F129B/40
Engine Type: Water-cooled, DOHC 8 cylinders in 90° V layout
Valvetrain: 5 valves per cylinder (3 radial intake, 2 exhaust)
Maximum Horsepower: 280KW (375 bhp) @ 8250 rpm
Specific Power (Brake Mean Effective Pressure): 109 bhp/liter (1.5kg/cm)
Maximum Torque: 363Nm (268 lb-ft) @6000 rpm

A memory card (8MB) (for PlayStation®2) (sold separately) is needed to save game data. To save game data, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 before starting up the game. Do not remove or insert controllers or other peripheral devices when the power is on. 26KB or more available space is required to save game data. Please ensure there is sufficient available space.

Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the FERRARI F355 challenge™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

Below is an explanation of peripheral devices and the basic button controls used on the Menu/Selection Screens and during racing.
This game is for one or two players. It is compatible with the DUALSHOCK®2 analog controller and the DUALSHOCK®2 analog controller. For 1-player games, connect the controller to be used to controller port 1. For 2-player games, connect the controller for player 2 to controller port 2.

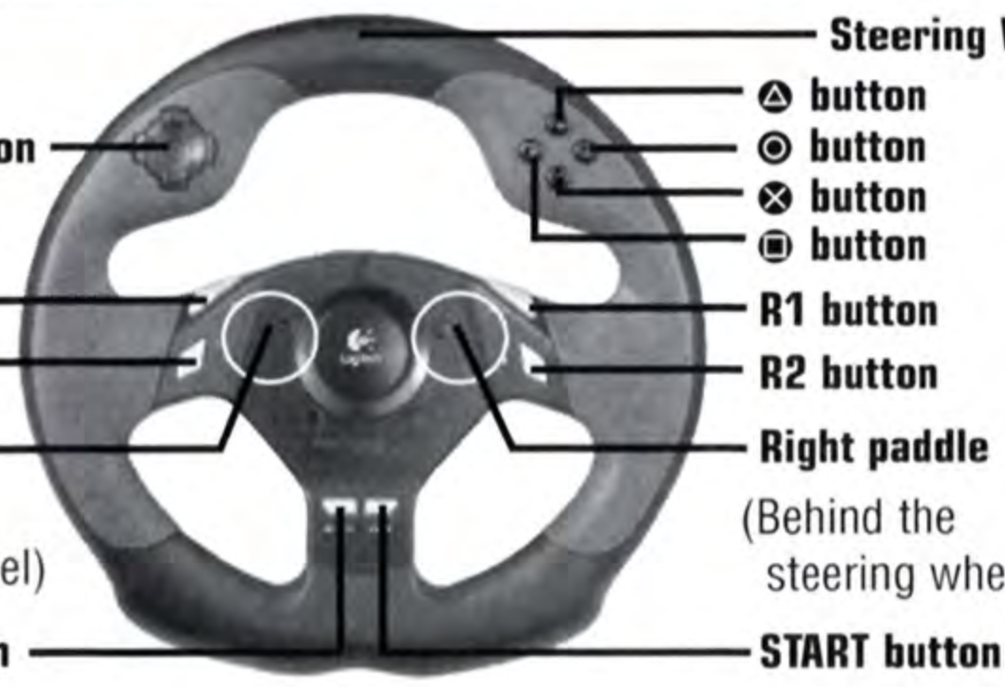
*Unless otherwise stated the button controls referred to in this manual are for the DUALSHOCK®2 analog controller.

DUALSHOCK®2 analog controller

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
Mode indicator
START button
R2 button
R1 button
△ button
○ button
× button
□ button
right analog stick (R3 button when pushed down)

Logitech Driving Force™ USB Wheel (for PlayStation®2) / Logitech GT Force™ USB Wheel (for PlayStation®2)

Logitech Driving Force™ USB Wheel (PS2)



Steering Wheel
Directional button
△ button
○ button
× button
□ button
L1 button
L2 button
R1 button
R2 button
Left paddle (Behind the steering wheel)
Right paddle (Behind the steering wheel)
SELECT button
START button

Logitech GT Force™ USB Wheel (PS2)

Steering Wheel
X button
A button
Y button
B button
Left paddle (Behind the steering wheel)
Right paddle (Behind the steering wheel)

Controls

Analog Controller (DUALSHOCK®2)

*The following button assignments are the default settings.

Controller	Function on Menu Screens	Function During Racing
Left analog stick	Move cursor	Steering
Directional button	Move cursor	Steering
△ button	Cancel command	Driver Assist Functions ON/OFF
□ button	Cancel command	Brake
○ button	Enter command	Select Driver Assist Functions
✕ button	Enter command	Accelerator
R1 button	Not used	Shift up
R2 button	Not used	Change view
L1 button	Not used	Shift down
L2 button	Not used	Not used
START button	Start game	Pause/Resume

*The mode indicator should be on (red).
*This game uses the vibration function. The vibration function can be switched ON/OFF from the Options Screen (P.21).
*Button assignments can be changed using the Device Settings menu on the Options Screen (P.21).

Logitech Driving Force™ USB Wheel (for PlayStation®2)

*The following button assignments are the default settings.

Logitech Driving Force™ USB Wheel (for PlayStation®2)	Function On Menu Screens	Function During Racing
Directional button	Move cursor/Select item	Not used
Steering wheel	Not used	Steering controls
△ button	Cancel command	Driver Assist Functions ON/OFF
□ button	Cancel command	Not used
○ button	Enter command	Not used
✕ button	Enter command	Select Driver Assist Functions
R1 button	Not used	Shift up
R2 button	Not used	Change view
L1 button	Not used	Shift down
L2 button	Not used	Not used
Left paddle	Not used	Shift down
Right paddle	Not used	Shift up
SELECT button	Not used	Not used
START button	Start game	Pause/Resume
Left pedal	Enter command	Accelerator
Right pedal	Cancel command	Brake

Logitech GT Force™ USB Wheel (for PlayStation®2)

*The following button assignments are the default settings.

Logitech GT Force™ USB Wheel (for PlayStation®2)	Function On Menu Screens	Function During Racing
Steering wheel	Move cursor	Steering controls
X button	Not used	Driver Assist Functions ON/OFF
A button	Start game	Pause/Resume
Y button	Cancel command	Select Driver Assist Functions
B button	Enter command	Change view
Left paddle	Move cursor (up)	Shift up
Right paddle	Move cursor (down)	Shift down
Left pedal	Enter command	Accelerator
Right pedal	Cancel command	Brake

The Logitech GT Force™ USB Wheel (for PlayStation®2) (sold separately) and the Logitech Driving Force™ USB Wheel (for PlayStation®2) (sold separately) are compatible with FERRARI F355 Challenge™. Both USB wheels bring the arcade sensation of being in the driver's seat with realistic steering wheel and pedals. Please read the manual provided with the Driving Force™ USB Wheel (for PlayStation®2)/Logitech GT Force™ USB Wheel (for PlayStation®2) before use.

Connect the USB Wheel directly to the USB connector before turning on the power to the PlayStation®2 computer entertainment system. Do not remove or connect the USB Wheel during start-up. The USB hub cannot be used. When the USB Wheel is connected, the analog controller (DUALSHOCK®2) cannot be used. When using one Driving Force™ USB Wheel (for PlayStation®2)/Logitech GT Force™ USB Wheel (for PlayStation®2), connect it to the upper USB connector (when the PlayStation®2 computer entertainment system is set horizontally). When using more than one Driving Force™ USB Wheel (for PlayStation®2)/Logitech GT Force™ USB Wheel (for PlayStation®2), connect the Wheels in the following manner: Upper USB connector for Player 1 / Lower USB connector for Player 2.

The USB Wheel will undergo automatic calibration once the power for the PlayStation®2 computer entertainment system has been turned on. Be sure to leave sufficient space around the wheel and do not touch it while calibration is in progress.

*When a Driving Force™ USB Wheel (for PlayStation®2)/Logitech GT Force™ USB Wheel (for PlayStation®2) has been connected, controllers/analog controllers cannot be used in the controller ports.

*Use the Device Settings menu from the Options Screen (P.21) to change button assignments, steering wheel calibration settings, and turn feedback vibration ON/OFF.

*The above button assignments are the default settings.

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Main Menu

Below is a brief description of each of the game menus.

Press the START button at the Title Screen to bring up the Main Menu Screen. Use left and right on the directional buttons to select the Game Mode and press the ◉ button or ⊗ button to enter the selection. If the demo has started playing, press the START button to return to the Title Screen.

Game modes

Arcade Checkpoint-style race based on the arcade version of FERRARI F355 Challenge™.

Championship There are a total of six races in this mode. Compete in all six races for the highest total point score.

Great Driver Challenge Player is evaluated based on driving performance during the race.

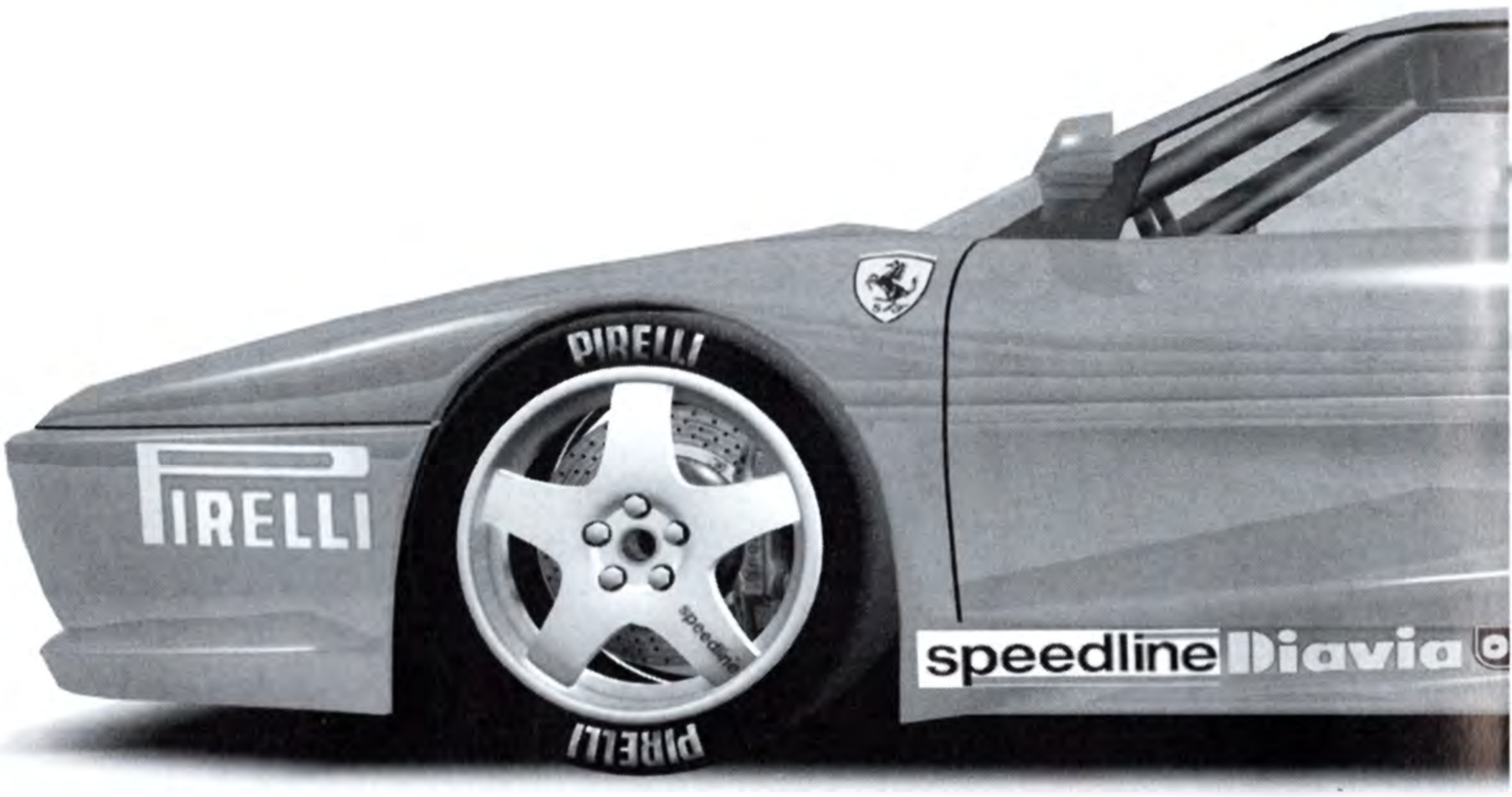
Versus Play Split-screen two player race.

Car Settings Change the Car Settings.

Driving Data View Driving Data, Race Line Data, Full Lap Replay and various records.

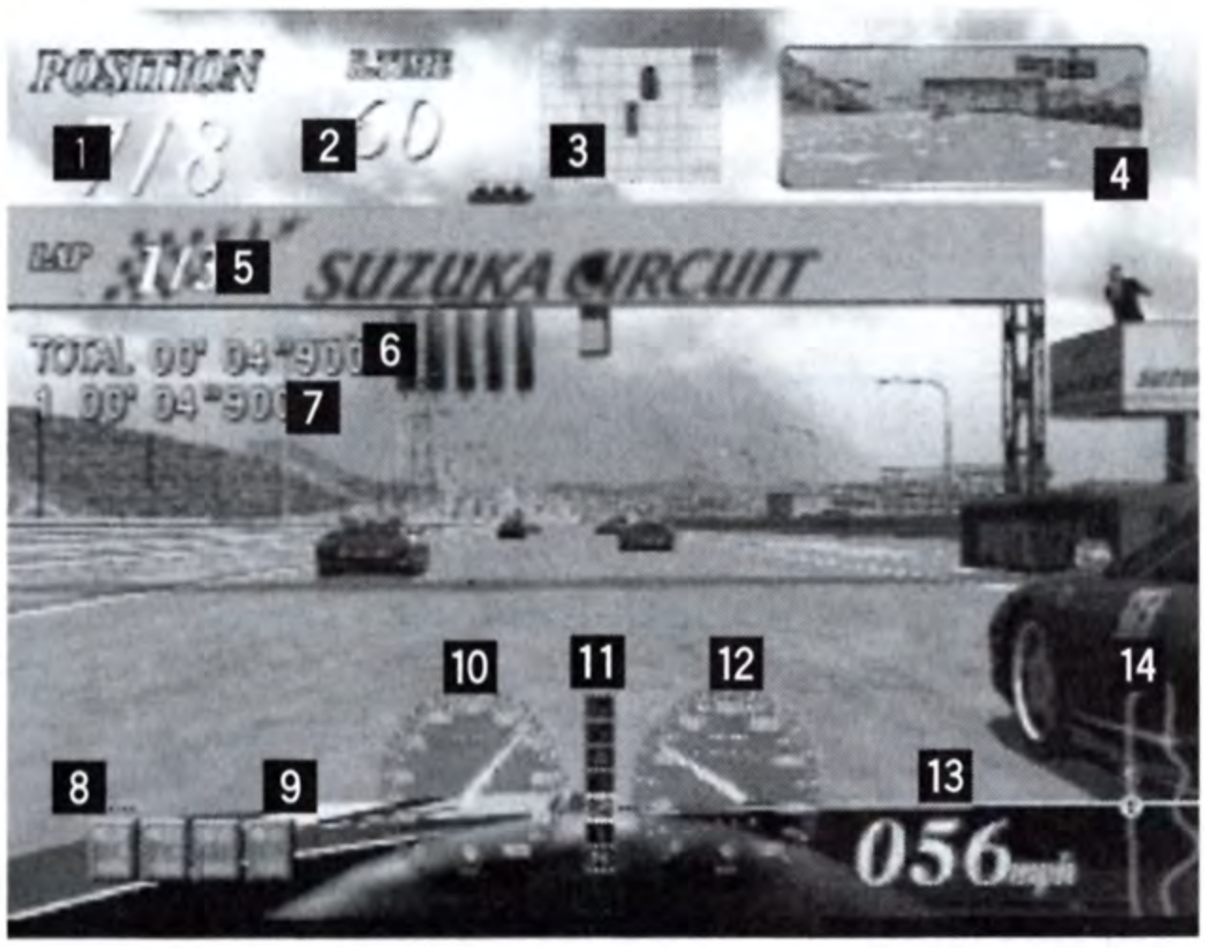
Options Change button assignments and other game settings.

Save & Load Save/load game files.



The Game Screen

The basic game screen is described here. The screen below is from Arcade Mode.



*The screen is from Race of Intermediate level.

1 Ranking/Number of Cars
Participating: Displayed on the Race and Versus Screens.

2 Time Remaining: Displayed only in modes with a time limit.

3 Radar Screen: Shows player car and immediate surroundings.

4 Back Mirror Screen

5 Current Lap/Total Laps

6 Total Elapsed Time

7 Lap Time

8 Driver Assist Functions
Selection Cursor: Driver Assist Functions Selection Cursor: Press the ◉ button to move the cursor for selecting Driver Assist Functions.

9 Driver Assist Functions Indicator: Press the ◉ button to toggle selected Driver Assist Functions ON/OFF.

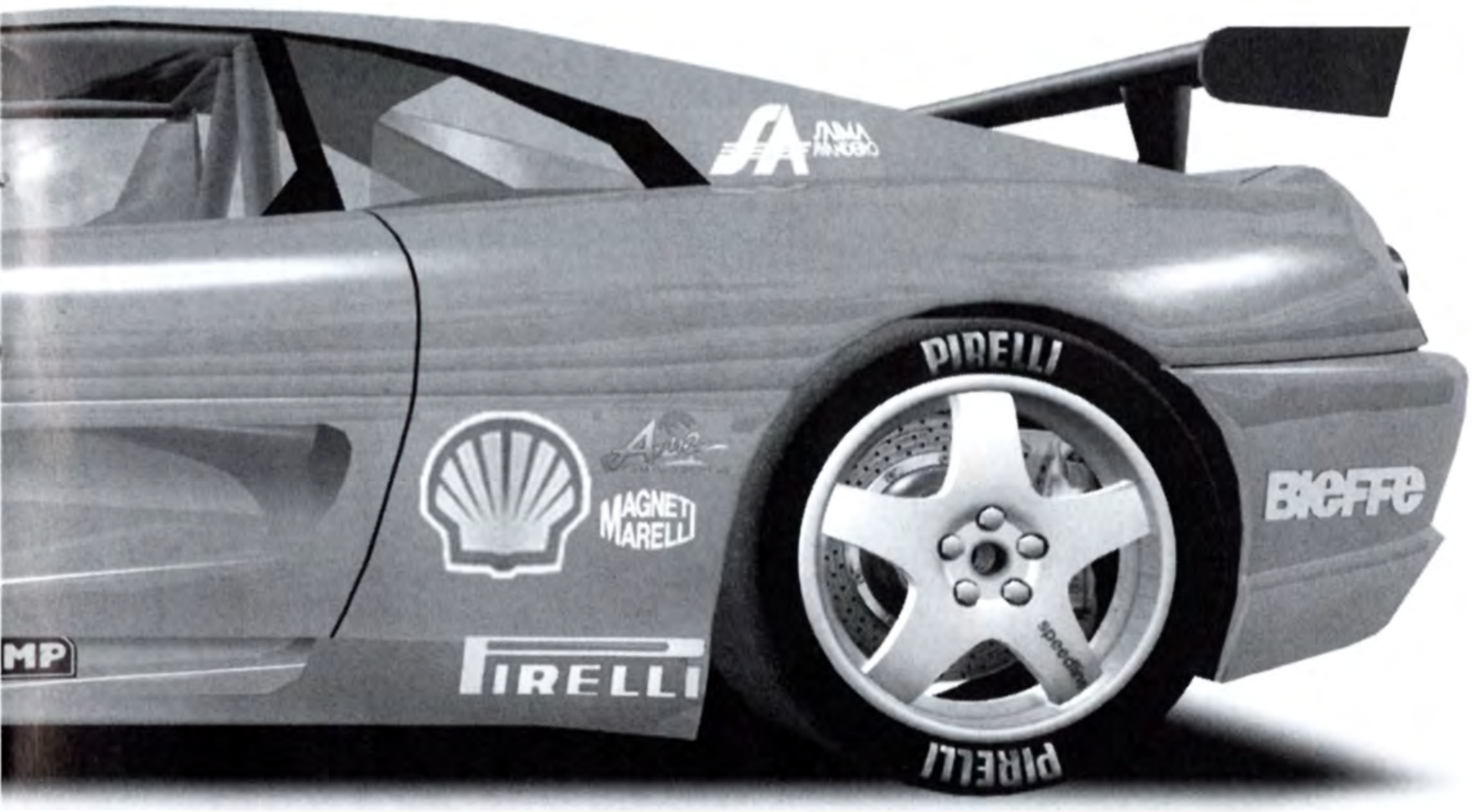
10 Tachometer

11 Gear Display

12 Speedometer (analog)

13 Speedometer (digital)

14 Map Display: In addition to the course map, this also indicates the position of the player car and leading car.



Selection Screen

Various Selection Screens appear in each mode before the race starts. Below is an explanation of the Selection Screens and related items for each of the modes.

Course Selection

Select the course to race. See P.24 for a detailed description of each course.

Select a course from eleven courses modeled on actual racing circuits. Use left or right on the directional buttons to select a course and press the ◎ button or ⊗ button to enter the selection.

Difficulty Level

Select the difficulty level. The car transmission type and availability of Driver Assist Functions vary according to the level chosen. Driver Assist Functions can be switched ON/OFF during the race. Details on Driver Assist Functions can be found on the next page.

Race Difficulty Levels

Novice: Shifting is automatic. All Driver Assist Functions (SC, TC, ABS, and IBS) can be used.

Intermediate: Shifting is semi-automatic (six-speed) and gears are shifted manually. The Driver Assist Functions SC, TC and ABS can be used but the IBS function cannot.

Pro: The handicap of the selected player is removed (can only be chosen when the Handicap option is set to Heat in the Options Screen, while in Versus Play mode). Shifting and available Driver Assist Functions are the same as for Intermediate level.

Select the transmission type and Driver Assist Functions. Select using left and right on the directional buttons and press the ◎ button or ⊗ button to enter the selection.

Driver Assist Functions

Various Driver Assist Functions have been provided to help beginners hone their driving and racing abilities while enjoying the game.

The Driver Assist Functions can be individually enabled/disabled during a race (the available Driver Assist Functions vary depending on the difficulty level selected). Gradually disabling Driver Assist Functions as driving technique improves is the best way to raise racing ability to the next level.

Driver Assist Functions can be set to ON/OFF at the beginning of the race from the Options Screen (P.21).

Stability Control

Limits body roll during cornering to improve driving stability.

Traction Control

Improves traction and stability.

Antilock Brake System

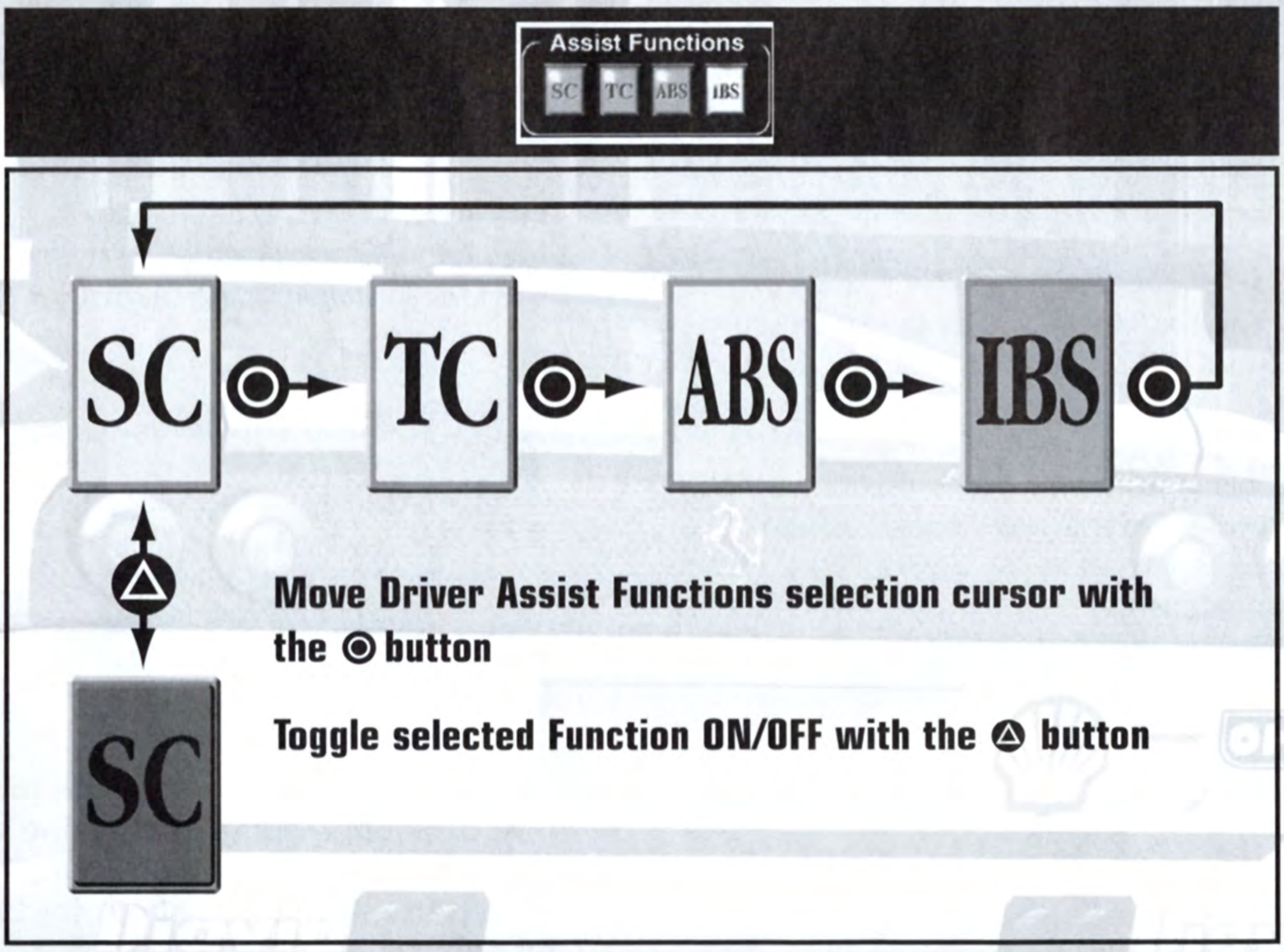
Keeps tires from locking during sudden braking.

Intelligent Braking System

Applies the brakes automatically to slow the car before curves. This function allows beginners to concentrate on steering and helps them get a feel for where on the course to brake.

Switching Driver Assist Functions ON/OFF

Use the ◉ button to move the cursor on the Driver Assist Functions indicator and press the △ button to switch the selected Function ON/OFF.



Sub-Mode Selection

Select a Sub-Mode.

Sub-Modes

Training Mode

Follow verbal commands and course markings and try to become familiar with the course lines, braking points and the gearshift timing.

Driving Mode

Try the course solo to hone driving technique. In this Sub-Mode, a ghost car* is created based on the player's drive data.

Race Mode

The player can test their technique behind the wheel in the real race and vie for the top ranking.

Select a Sub-Mode. Use left and right on the directional buttons to select and press the ◉ button or ⊗ button to enter the selection.

Features of Each Sub-Mode

Training

The red line indicates the optimum route. The player should pay attention to markers indicating upcoming corners and try to stick to the line.
It is important to pay attention to the braking display and speed advice in order to handle the corners well. Advice on speed is displayed only when the IBS Driver Assist Function is turned OFF.

Driving Mode

The player drives the course alone, utilizing the lessons learned in training and polishing their racing technique.

Race Mode

Players can try a real race once they have developed some confidence behind the wheel. Put techniques learned to the test and shoot for the top spot!

*The ghost car is not displayed unless Ghost Car is set to ON on the Options Screen.

Game Modes

Following is an explanation of the procedures and rules for each of the Game Modes available in FERRARI F355 Challenge™.

Arcade

This mode retains the features of the arcade version of FERRARI F355 Challenge™. Select "ARCADE" to display the Course Selection Screen. Then select the course, difficulty level, mode and time limit and proceed to the Menu screen.

Select the course, difficulty level and Sub-Mode, and enable/disable the time limit. In each case, select using the directional buttons and press the ◉ button or ⊗ button to enter the selection.

Sub-Mode Selection

The conditions for Game Over and the rules for clearing a race are the same as those in the arcade version.

There is a time limit for each of the Game Modes. Passing through a checkpoint before time expires extends the remaining time and allows continued play.

When the Sub-Mode is set to Training Mode or Race Mode, the player arrives at the finish line after running a specific number of laps, and the game is over when the remaining time expires. There are no continues.

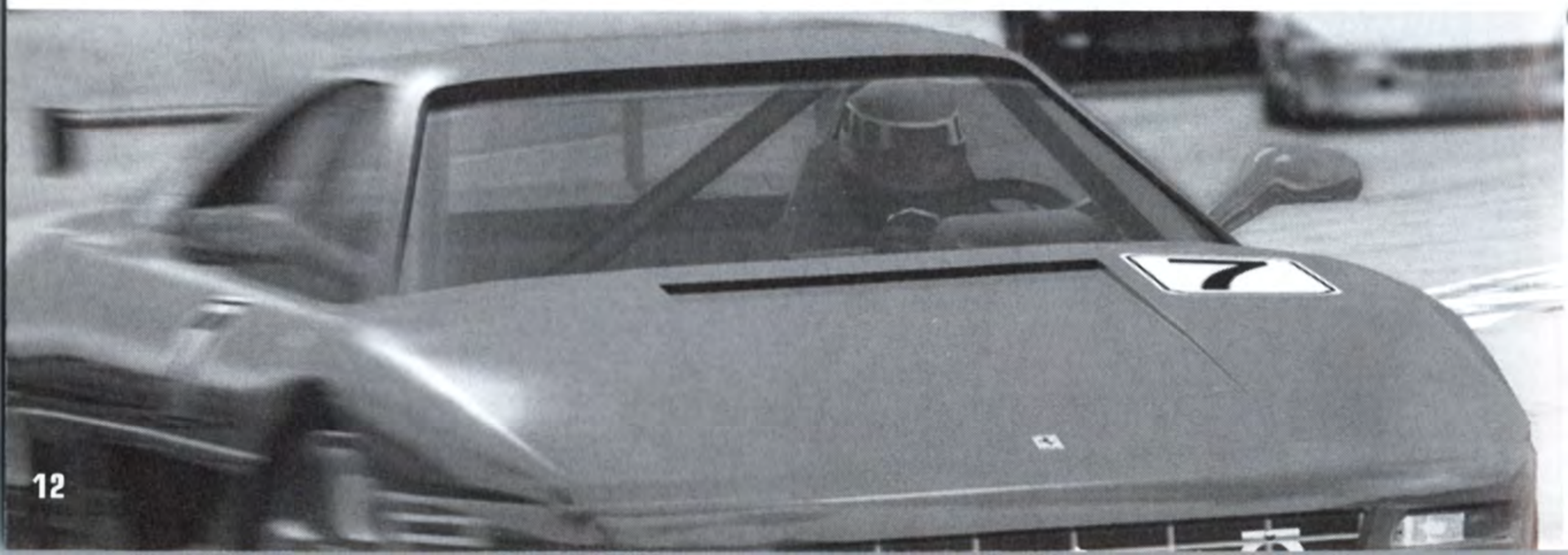
When the Sub-Mode is set to Driving Mode, the player can continue racing as long as there is time left. If the time runs out, the player can press the START button when CONTINUE is displayed to add 100 seconds to the remaining time and continue game play.

*When No Time Limit has been selected there is no time limit. To end game play when the Sub-Mode is set to Driving Mode, press the START button to call up the Pause Menu and select "QUIT."

Pre-Race Menu

Start Race Start the race.

Car Settings Change Car Settings. See P.17 for a detailed description of Car Settings.



After-Race Menu

Retry Run the course again.

Replay View and save replays. Use left and right on the directional buttons to select and press the ◉ button or ⊗ button to enter the selection.

Save Driving Data Save the Driving Data. See P.19 for detailed description of Driving Data.

Course Change Return to the Course Selection Screen.

Car Settings Change the Car Settings. See P.17 for a detailed description of Car Settings.

Exit Exit Arcade and return to the Title Screen

Hi-Score

Players placing in a top spot can enter their names in the Hi-Score. Use left and right on the directional buttons to select and press the ◉ button or ⊗ button to enter the selection.

Championship

A total of six races are held. Players compete for the highest total score.

The Race

First, select the difficulty level. All six races will be held at the difficulty level (EASY, NORMAL, HARD) selected.

A menu is displayed before and after each race. Adjust the Car Settings based on the results from the "TEST RUN" and then enter the race.

Select "Replay" from the After-Race Menu to view a replay of the race. Replays can be saved on the memory card (8MB) (for PlayStation®2).

Pre-Race Menu

Start Race Begin the race.

Test Run Do a test run of the course. To finish the test run, press the START button to display the Pause Menu and select "QUIT" (P.16).

Car Settings Change the Car Settings. Refer to P.17 for a detailed description of the Car Settings.

After-Race Menu

Use up and down on the directional button to switch between displays showing the results of the race just held and the overall point rankings.

Next Proceed to next race.

Replay View and save replays.

Save Save current progress in Championship as a game file.

Exit End Championship play and return to the Title Screen.

Race Schedule

The race schedule for all six races depends on the difficulty level selected. The number of laps varies with the course.

EASY Mainly carried out on simple courses, allowing the player to enjoy the race.

NORMAL The schedule is divided into three rounds: The Japan Round, the Americas Round and the European Round.

HARD This level includes more technical courses and the schedule includes three rounds: The European Round, the Americas Round and the Asian Round.

Points Acquired

The points earned according to the player's final position in the race are as follows.

First Place	15 pts.
Second Place	12 pts.
Third Place	10 pts.
Fourth Place	8 pts.
Fifth Place	6 pts.
Sixth Place	4 pts.
Seventh Place	1 pt.
Eighth Place	1 pt.
Retire	0 pts.

Great Driver Challenge

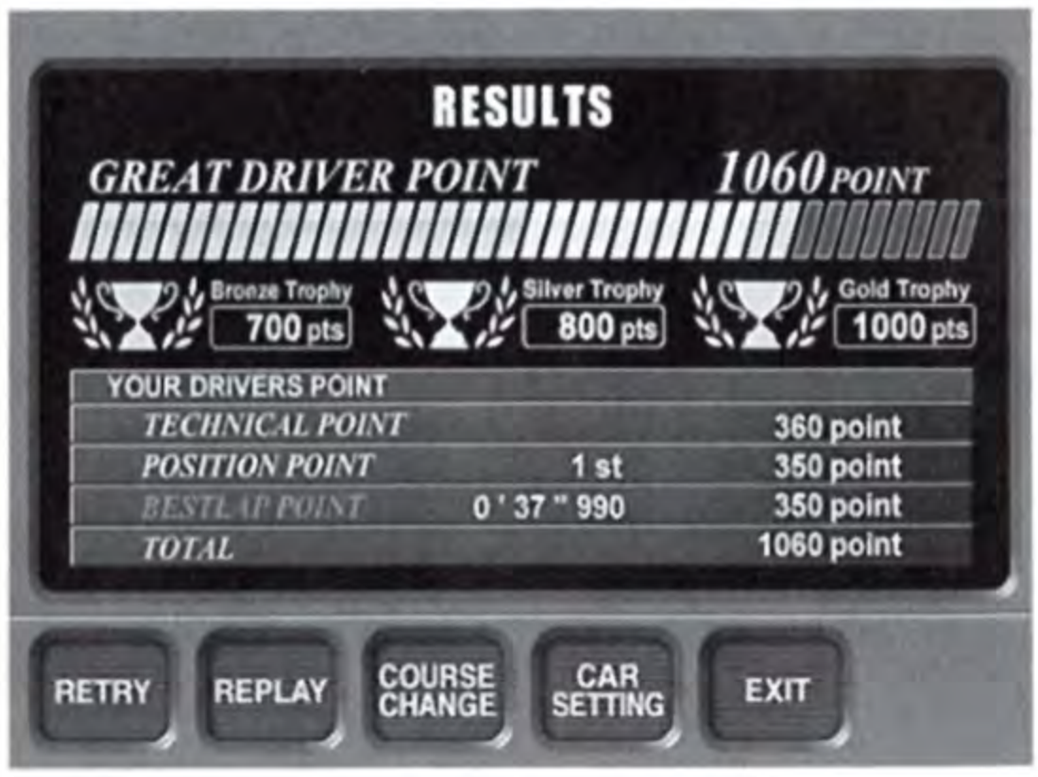
Sportsmanship and driving technique during the race are evaluated in this mode. Earn points by running a clean race!

Select "GREAT DRIVER CHALLENGE" to display the Course Selection Screen. Initially the player may select one of three courses. Next, select a difficulty level and proceed to the Menu Screen.

Rules

The race has a time limit. Pass through the checkpoints within the time allowed to extend the remaining time and continue gameplay.

There are a total of eight cars in the race, and the player starts in the last position. Run the set number of laps within the time allowed and exceed the point qualification set for the course to clear the race.



Pre-Race Menu

Start Race Start the race.

Car Settings Change the Car Settings. Refer to P.17 for a detailed description of the Car Settings.

After-Race Menu

Retry Run the course again.

Replay View and save replays.

Course Change Return to the Course Selection Screen.

Car Settings Change the Car Settings. Refer to P.17 for a detailed description of the Car Settings.

Exit Exit Great Driver Challenge and return to the Title Screen.

Results

A results screen is displayed once the race is finished. Players are assigned points for their technical performance, position, and best lap, and are awarded a gold, silver, or bronze evaluation based on the total of these points.

Technical Points Points are awarded for passing opponent cars, using slip stream, and drift. Points are taken away if the player hits other cars or walls or runs off the track.

Position Points are awarded based on the player's final position.

Best Lap Points are awarded for the player's best lap.

Versus Play

In this mode, the screen is split horizontally into two halves so that two players can compete against each other.

After selecting Versus Play, select the course, difficulty level, and Versus Play Mode and proceed to the Menu Screen. The Menu Screens before and after the race are the same as those in Arcade, except that Driving Data cannot be saved.

Player 1 selects the course and Versus Play Mode, and each player selects their own difficulty level. The win/loss conditions for the race depend on the Versus Play Mode selected. Races in Versus Play Mode can only be performed in first person perspective.

The screen is split in half. Player 1 controls the top half and Player 2 controls the bottom half.

Versus Play Modes

VS. Race Compete for the best position after a set number of laps.

Time Lag Race The race continues until the time difference between cars at the checkpoint exceeds a certain fixed time.

Pause Menu

In the four game modes: Arcade, Championship, Great Driver Challenge, and Versus Play, press the START button during the race to bring up the Pause Menu. Select using up and down on the directional button and press the ◉ button or ⊗ buttons to enter the selection. Press the START button a second time to exit the Pause Menu.

Pause Menu

BGM Turn background music ON/OFF.

Retry Start the race over from the beginning.

Retire Retire from the race.

Quit End play.

*Menu items differ depending on the game mode.

Car Settings

Use this item to alter Car Settings. The front and rear can be set separately for all settings except Wing and LSD Lock Rate.

To change settings, use up and down on the directional button to select the item to change and press the ◎ button or ⊗ button to enter the selection. Next, use left and right on the directional button to change the selected setting and press the ◎ button to confirm the changes.

Menu

Load

Load previously saved settings data. Select the memory card (8MB) (for PlayStation®2) to load and then the file name of the data using the directional button and press the ◎ button or ⊗ button to enter the selection.

Save

Save settings data under the name entered in the “File Name” space. Use the directional button to select the memory card (8MB) (for PlayStation®2) to save and press the ◎ button or ⊗ button to save the setting data, up to 16 data settings can be saved.

Delete

Delete saved settings data. Use the directional button to select the memory card (8MB) (for PlayStation®2) to delete data from and the file name of the data to be deleted and press the ◎ button or ⊗ button to enter the selection.

Default

Return current settings to the default settings.

Exit

Exit Car Settings.

Car Settings (cont.)

Comment
Enter a name when saving modified settings.

Car Number
Set the car number.

Car Color
Set the color of the car.

Ride Height (mm)
Changing the ride height of the car affects the load movement and amount of roll. The car tends to understeer when the front ride height is set high and the rear ride height is set low, and tends to oversteer when the front ride height is set low and the rear ride height set high.

Spring
Reducing the spring rate leads to gentler changes in movement, but lowers car response. If increased, it tends to do the opposite. If the front springs are set too stiff in relation to the rear springs, the car tends to understeer, and if the rear springs are set too stiff in relation to the front springs, the car tends to oversteer.

*Understeer: The car turns through a lesser angle than the steering wheel has been turned.
*Oversteer: The car turns through a greater angle than the steering wheel has been turned.

Stabilizer
The value adjusted here is the diameter of the stabilizer. When set to Hard, the stiffness of the stabilizers (roll bars) increases and this has the effect of reducing body roll in the same way as stiffening the springs against body roll would.
Raising the stiffness of the stabilizers also increases the load transfer between left and right tires and reduces the car's grip. The car tends to understeer when the front stabilizer is stiff and the rear is soft, and tends to oversteer when the front stabilizer is soft and the rear is stiff.

Camber (degrees)
The orientation of the tires when the car is viewed from the front. A large negative angle in the front results in oversteer. A large negative angle in the rear results in understeer.

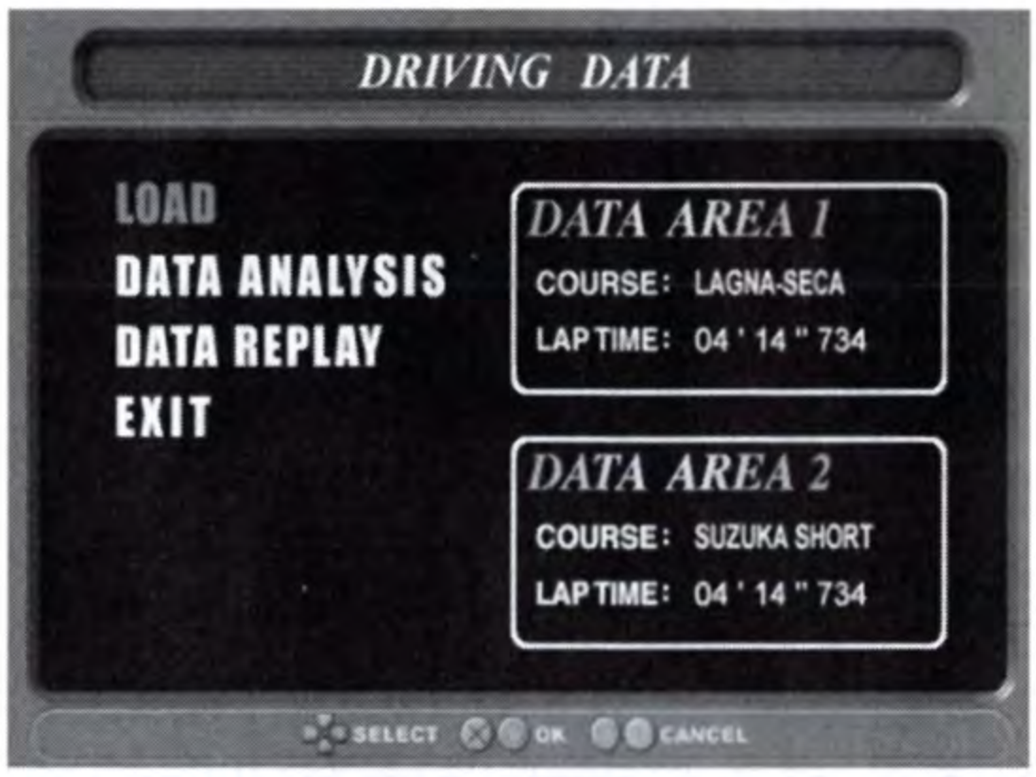
Toe (mm) (Toe-in)
The alignment of the tires and influences front and rear response, stability, and cornering. A negative setting is known as toe-in (the tires are pointing inward). A positive setting is known as toe-out (the tires are facing outward). Toe-in favors understeering and toe-out favors oversteering.

LSD Lock Rate (%) (rear only)
Limits any difference in driveline torque of the left and right driving wheels. The higher the lock rate, the greater the tendency to understeer.

Wing (degrees) (rear only)
Downforce and drag change according to the angle of attack selected.

Driving Data

View graphs, replays, and records of Driving Data saved after the race.



Menu Options

Driving Data
View Driving Data.

Replay
View and delete saved replays. Use the directional buttons to select the mode and file and press the ◉ button or ⊗ button to enter the selection.

Records
View the records by mode or by course. Choose the mode or difficulty level with up and down on the directional button and switch items with left and right.

Driving Data

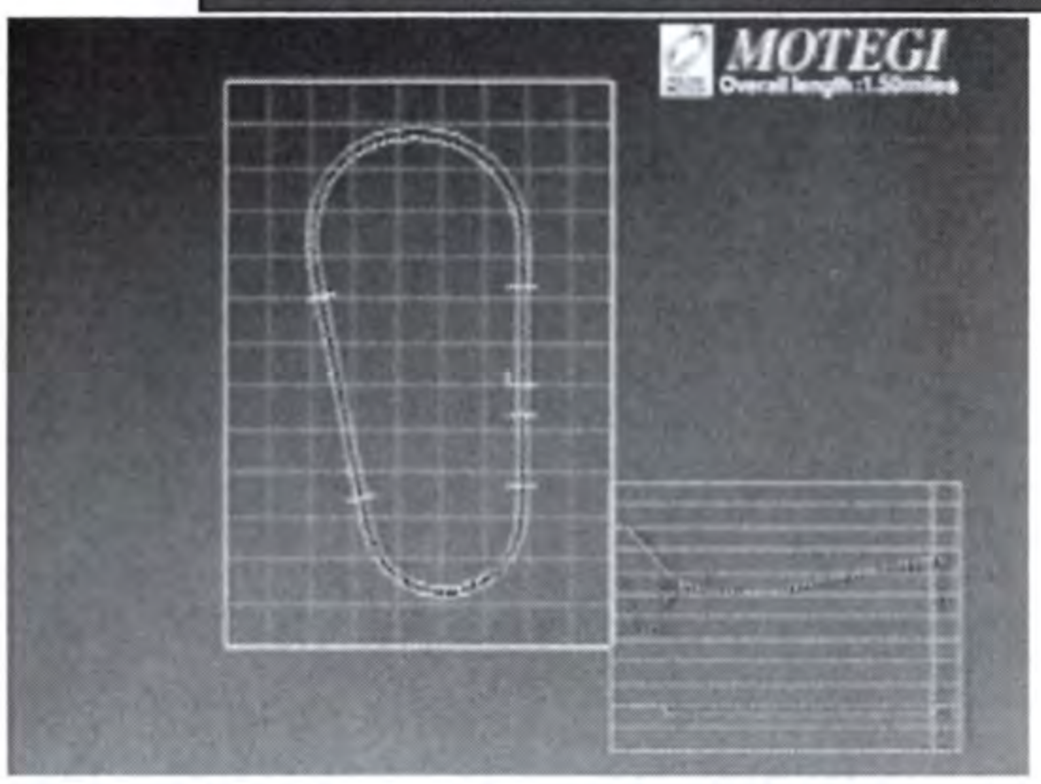
Load
Select the Driving Data. Prepare two memory cards (8MB) (for PlayStation®2) and select the same course for Data Area 1 and Data Area 2 to view the first data area as the main data and the second data area as reference data.

Data Analysis
View graphs of the driving line and the speed (thick broken line), engine revolutions (thin broken line), and shift changes (perpendicular broken line at the bottom). The driving line is displayed red in the main data and yellow in the reference data.

Data Replay
The F355 runs along the displayed driving line. A red F355 runs in the main data and a yellow F355 runs in the reference data. There are four available views.

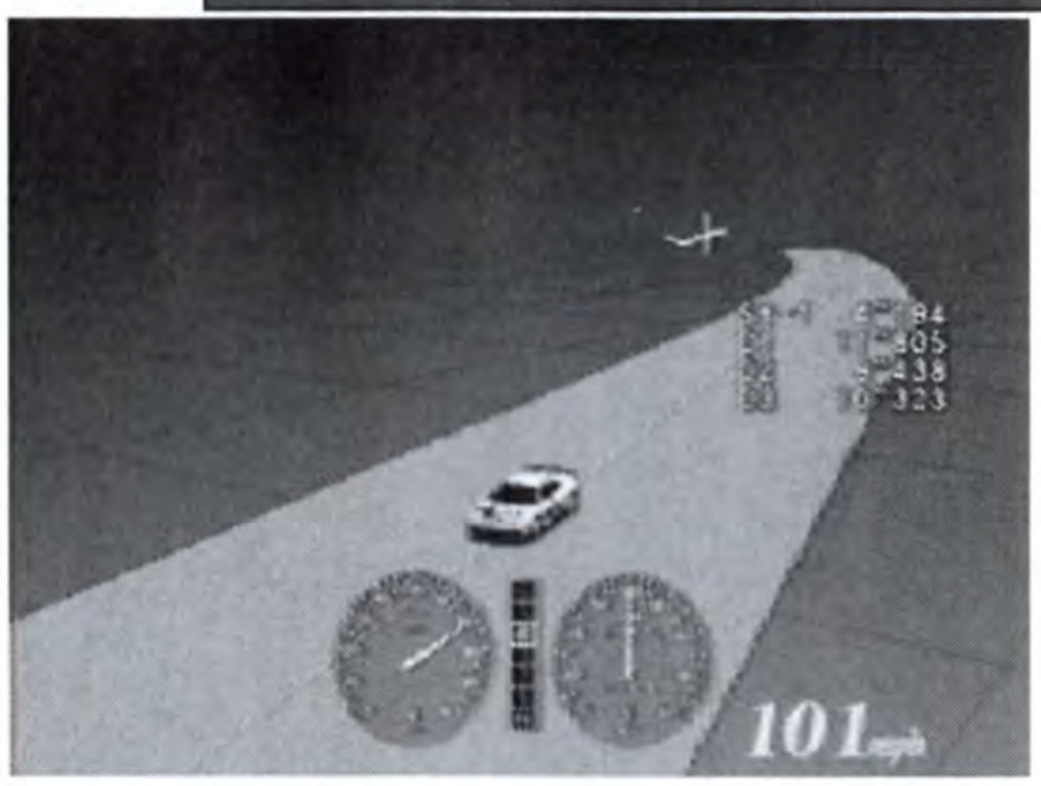
Exit
Exit Driving Data.

Data Analysis Screen Controls



Directional button + ◉ button /
⊗ button: Scroll graph
Directional button: Scroll map
R1/L1 buttons: Zoom in / out
△ button / ▣ button: Cancel

Replay Screen Controls



Directional button left/right: Rewind/fast forward
R1/L1 buttons: Zoom in/out
Directional button up: Switch view
Directional button down: Switch between main data/reference data display
◉ button / START button: Pause
△ button / ▣ button: Cancel

Driving Data

The Driving Data consists of data saved from the player's fastest lap (driving line and engine revolutions and speed, etc.). Each of the eleven courses is saved as a different file, and uses 30~50KB of space. Saving the data allows the following commands to be performed.

Select "OK" on the confirmation screen to erase previously saved Driving Data for the same course.

View Data

Check detailed data and view graphic displays/replays (P.19).

Ghost Car

Data saved here is automatically used as the ghost car data for Driving Mode. On courses for which no data has been saved, standard data on the disc will be used for the ghost car.

Caution When Saving

Only one set of Driving Data can be saved for each of the eleven courses per memory card (8MB) (for PlayStation®2). In order to save several sets of Driving Data for the same course, several memory cards are needed.

Options

Change various game settings and button assignments. Make selections with up and down on the directional buttons and press the ○ button or ✕ button to confirm the item to change. Next, change the settings with left and right on the directional buttons and press the ○ button or ✕ button once again to enter. Press the △ button or the □ button to return to the previous screen.

Game Settings

Driver Assist Functions Settings Confirm the Driver Assist Functions settings.
Time Difficulty Adjust the difficulty level/time limit in Arcade.
Magic Weather Change the weather settings for each course.
Handicap Options Handicap options are available during Versus Play races. Handicap options include Heat, Aid or Simulation. With the Heat option, handicaps are given to players who have chosen Novice or Intermediate difficulty level. With the Aid option, handicaps are given only to players who have chosen Novice difficulty level. With the Simulation option, handicaps are removed from all players.
Ghost Car Turn the ghost car display ON/OFF.
Lap Setting Set the number of course laps. The number of laps increases in the order: Sprint, Grand Prix, Endurance.

Device Settings

When using the analog controller (DUALSHOCK®2)

Button Configuration Change the button assignments. Players can choose preset assignments or freely allocate the buttons themselves.
Steering Adjust the steering.
Vibration Set the vibration function ON/OFF.
Defaults Return the various settings to the default settings.
Exit Return to the previous screen.

When using the Logitech GT Force™ USB Wheel (for PlayStation®2) or Driving Force™ USB Wheel (for PlayStation®2)

Button Configuration Change the button assignments.
Steering Adjust the steering.
Force Feedback Turn the force feedback function for steering ON/OFF.
Calibration Set the maximum left/right values for the steering center and the maximum value for each pedal.
Defaults Return the various settings to their default settings.
Exit Return to the previous screen.

Sound & Screen

Audio Switch between stereo and mono.
BGM Volume Adjust the volume of the background music.
BGM Test Listen to the background music.
Default Reset the Audio, BGM Volume and the BGM Test to the default setting.
Wide Screen Turn wide screen television view ON/OFF.
Adjust Change the position of the screen display.

Gallery

View the Gallery. (P.23)

Credits

Display the staff credits.

Save & Load

Save and load game files.

Save System File

Save game data in the System File. To save game data there must be at least 26KB of available space on the memory card (8MB) (for PlayStation®2). Use the directional buttons to select the memory card (8MB) (for PlayStation®2) to save and press the ◉ button or ⊗ button to save the System File.

Load System File

Load game data from the System File. Use the directional button to select the memory card (8MB) (for PlayStation®2) to load from and press the ◉ button or ⊗ button to load the data.

Game data saved and loaded here is located in the System file (see below). Use the Car Settings menu to save Car Settings data (see P.17).

Game Files

Three types of files can be saved in this game.

When the game is started up, the system checks for a memory card(s) (8MB) (for PlayStation®2) in MEMORY CARD slots 1 and/or 2. If a System file is not located at this time, a new file is automatically created.

System File

Data on the number of times each course has been run and records for each Game Mode, information entered on the Options Screen (P.21) and in Car Settings are saved here. 26KB of available space is needed in order to save the System file. One file may be saved on each memory card (8MB) (for PlayStation®2).

Driving Data

Driving Data is saved here after each race. A file is created for each course (up to a maximum of 11 files). 30~50KB of available space is needed in order to save Driving Data. See P. 19 for a detailed description of Driving Data.

Replay File

Replay data is saved here after the race. Data may be saved as long as there is 1200~1800KB of remaining space on the memory card (8MB) (for PlayStation®2).A maximum of 10 minutes of Driving Data and 6 minutes of Replay File (per Files) can be saved.

*The space required to save Driving Data and Replay File in the memory card (8MB) (for PlayStation®2) could end up more or less than the number of space listed above.

Gallery

Images and video from the Ferrari vault can be viewed here. Select "Gallery" from the Options Screen to view the Gallery.

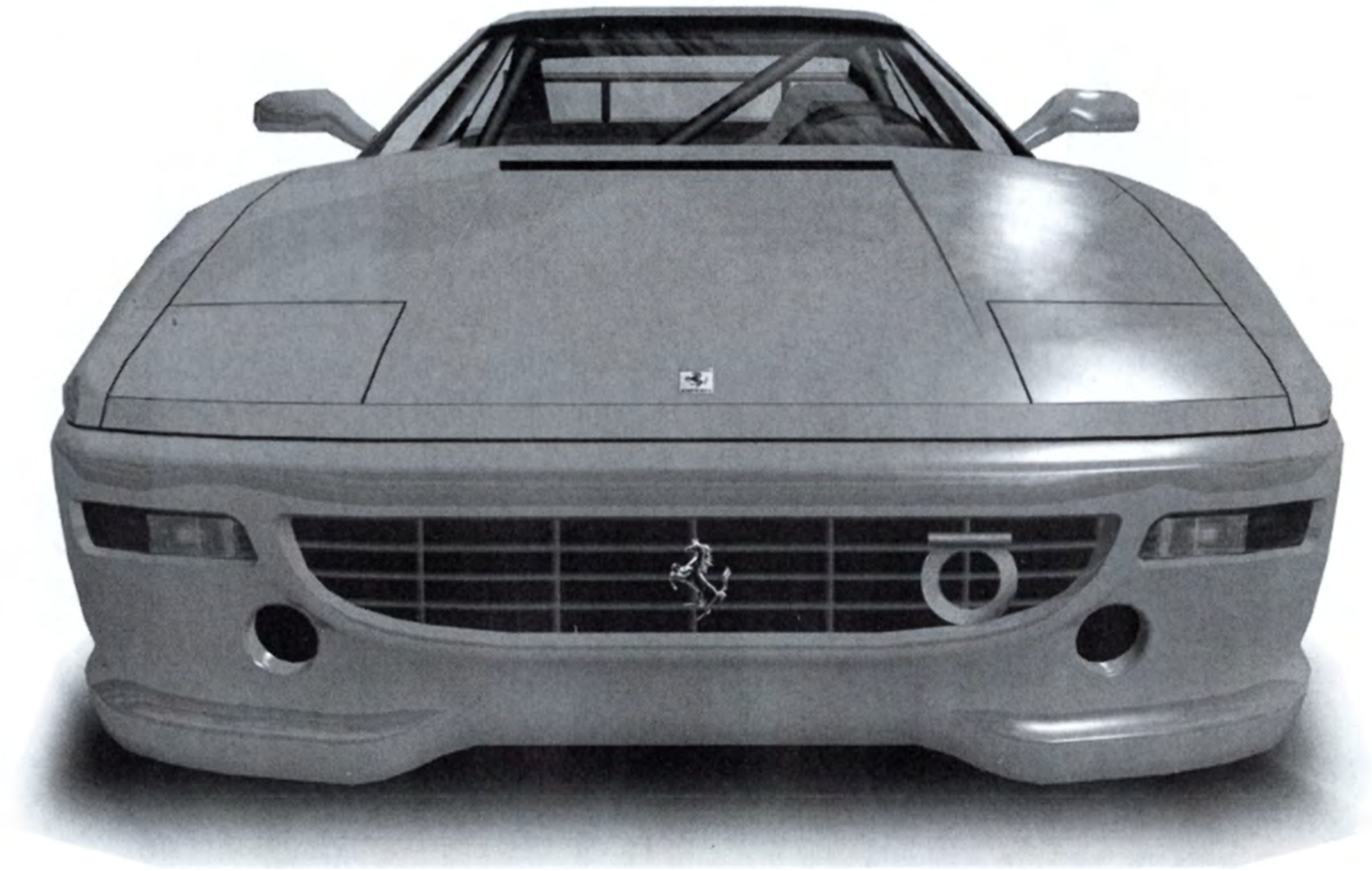
The number of images that can be viewed increases with the player's achievements in the Arcade, Championship, and Great Driver Challenge Game Modes.

Video

Special video images provided by Ferrari and Sega.

Pictures

Images from the world of racing provided by Ferrari.



Courses

The courses that appear in this game have been carefully modeled after actual circuits. An introduction of the courses follows.

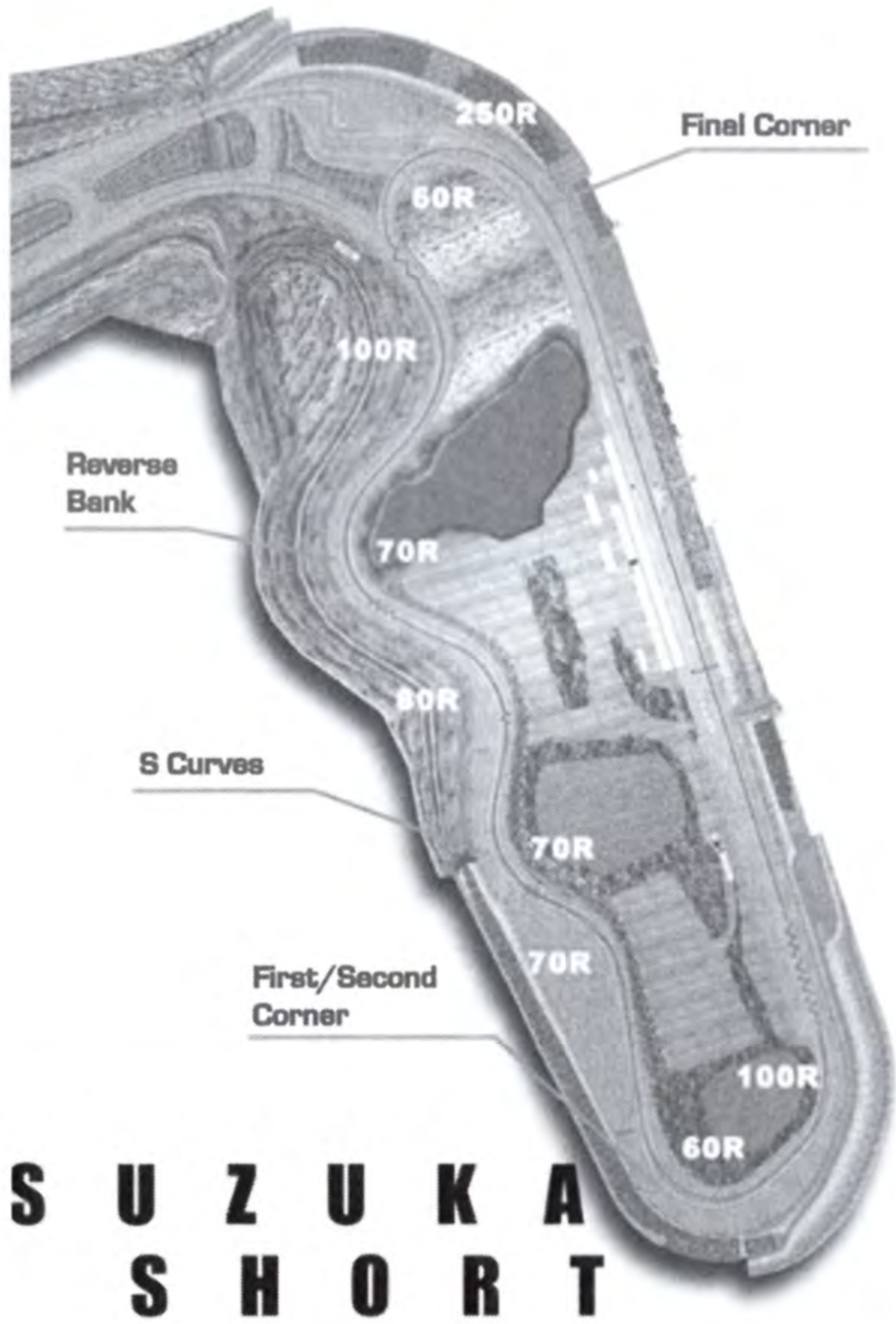
*The course layouts and data used in this game were correct at the time of production. Circuits that have since undergone modifications may appear different from those shown in the game.

Motegi

Total Length: 2414 meters (1.5 miles)
Maximum Bank Angle: 10 degrees

The very straightforward layout of this course allows for extremely high-speed races. However, the course is more involved than it appears at first glance, particularly in the third corner, where racers must be careful to sufficiently reduce their speed or they will hit the wall.

MOTEGI



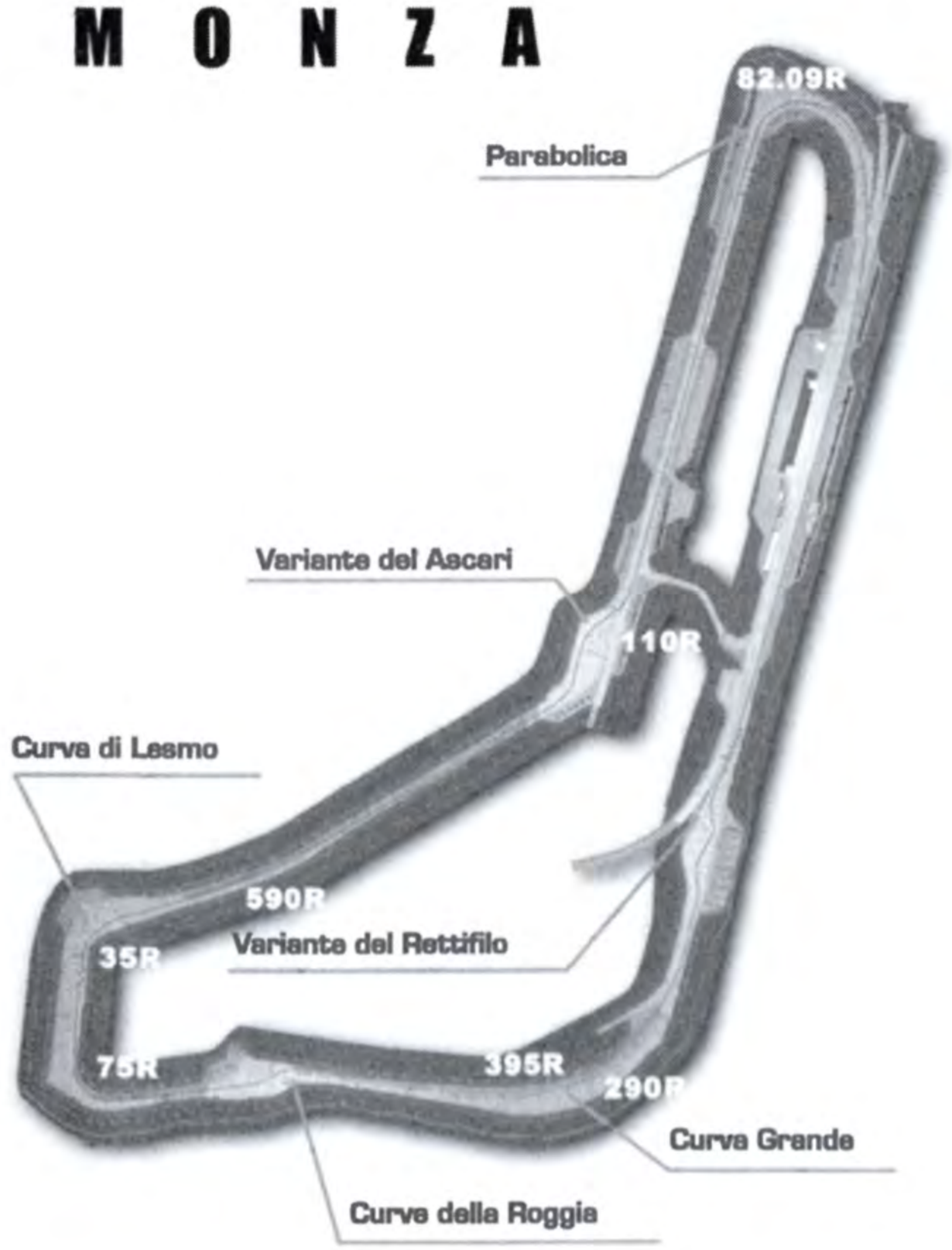
Suzuka Short

Total Length: 2243 meters (1.39 miles)

Don't write this course off just because it is a short version of the Suzuka course. The section from the reverse bank to the entrance of the final corner is particularly difficult. Player must be aware of how they approach the final corner that can significantly effect their lap time. This course naturally makes an ideal practice course for the longer Suzuka.

SUZUKA SHORT

M O N Z A

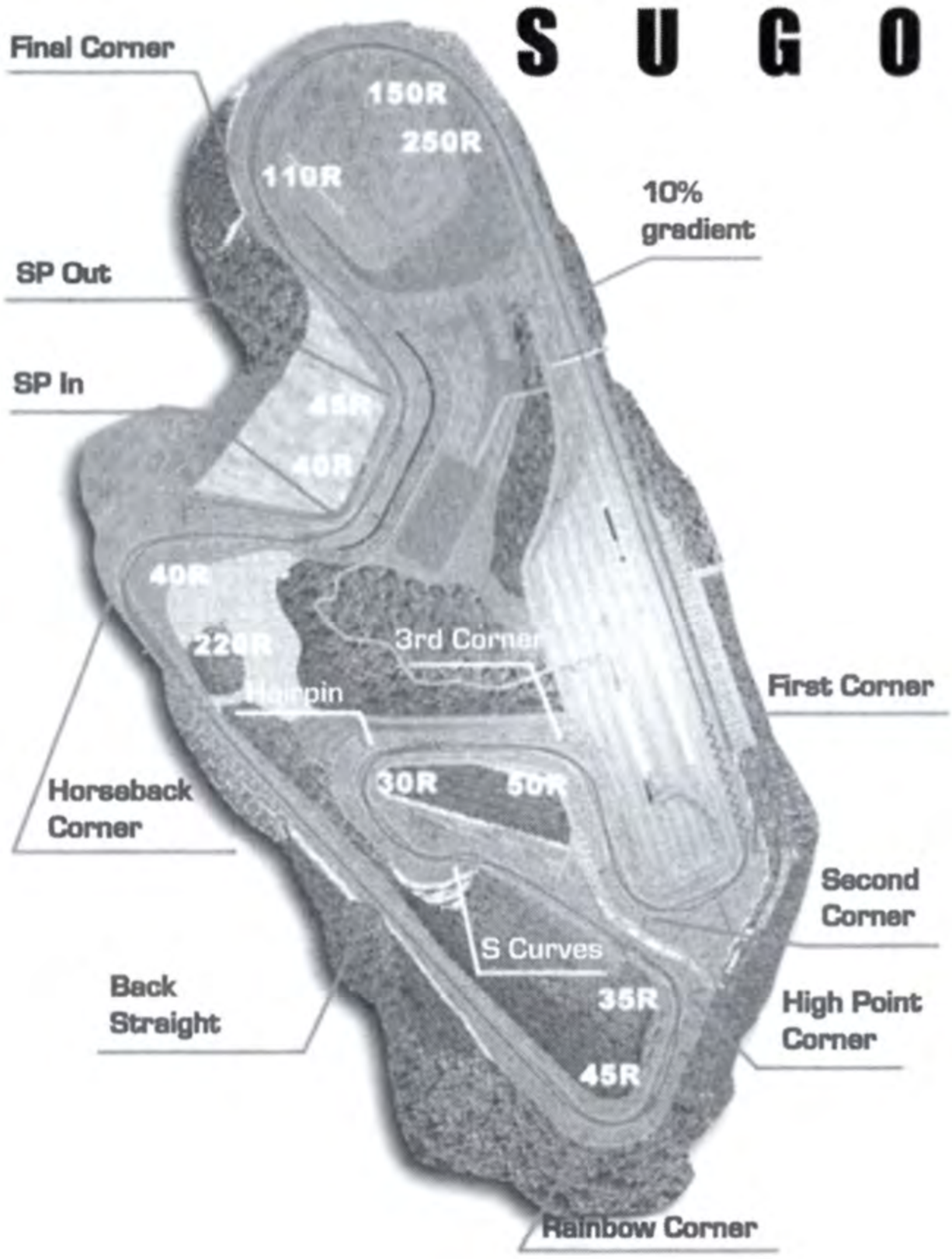


Monza

Total Length: 5770 meters (3.59 miles)

Unlike other courses, there are plenty of areas in the Monza where the player can open up the throttle all the way. Aside from the S curve and the two chicanes, this course is mostly straight with gentle curves, but since there are many areas that are approached at high speeds, the smallest mistake may result in a large time loss.

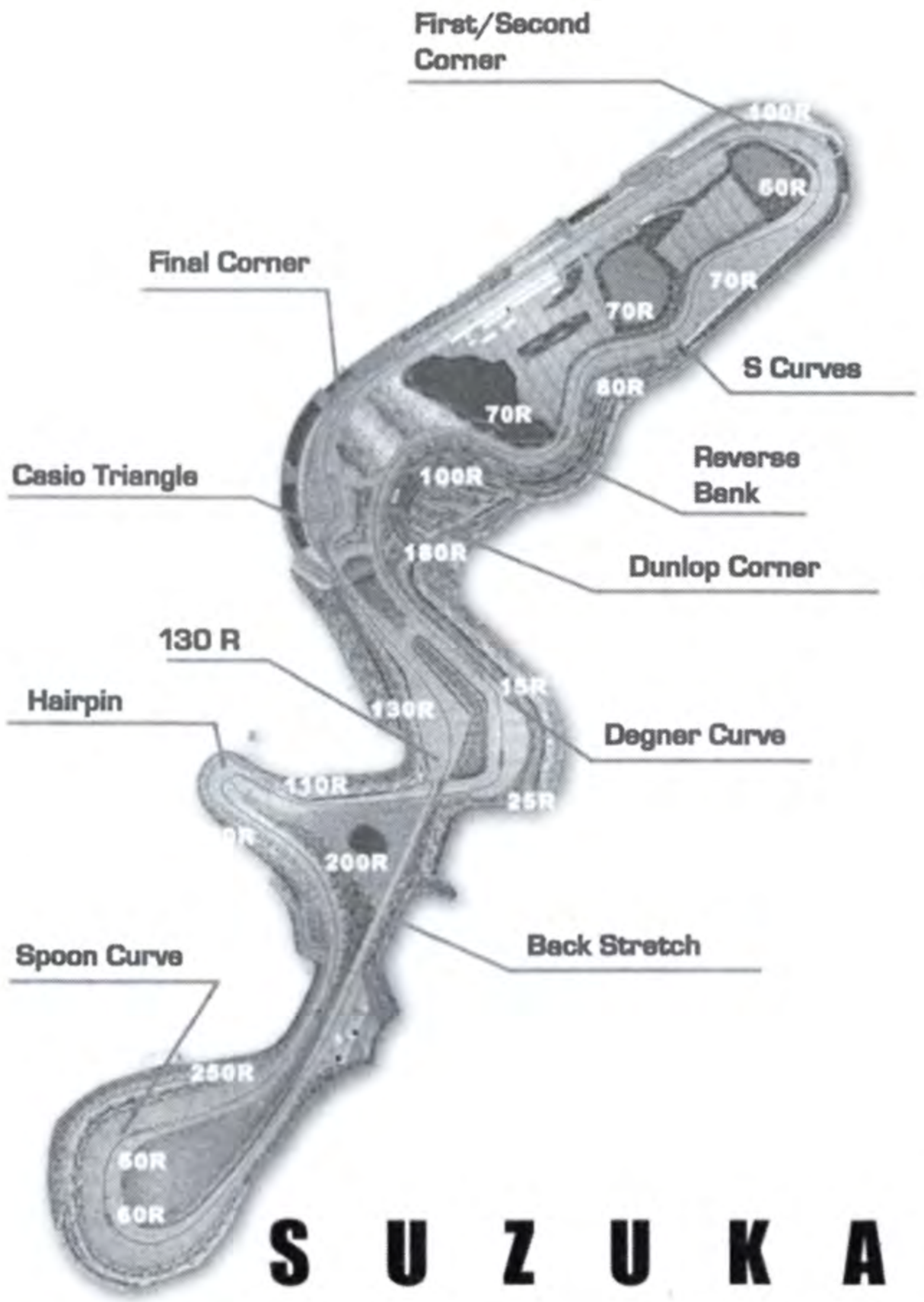
S U G O



Sugo

Total Length: 3704 meters (2.3 miles)
Maximum Height Differential: 70 meters

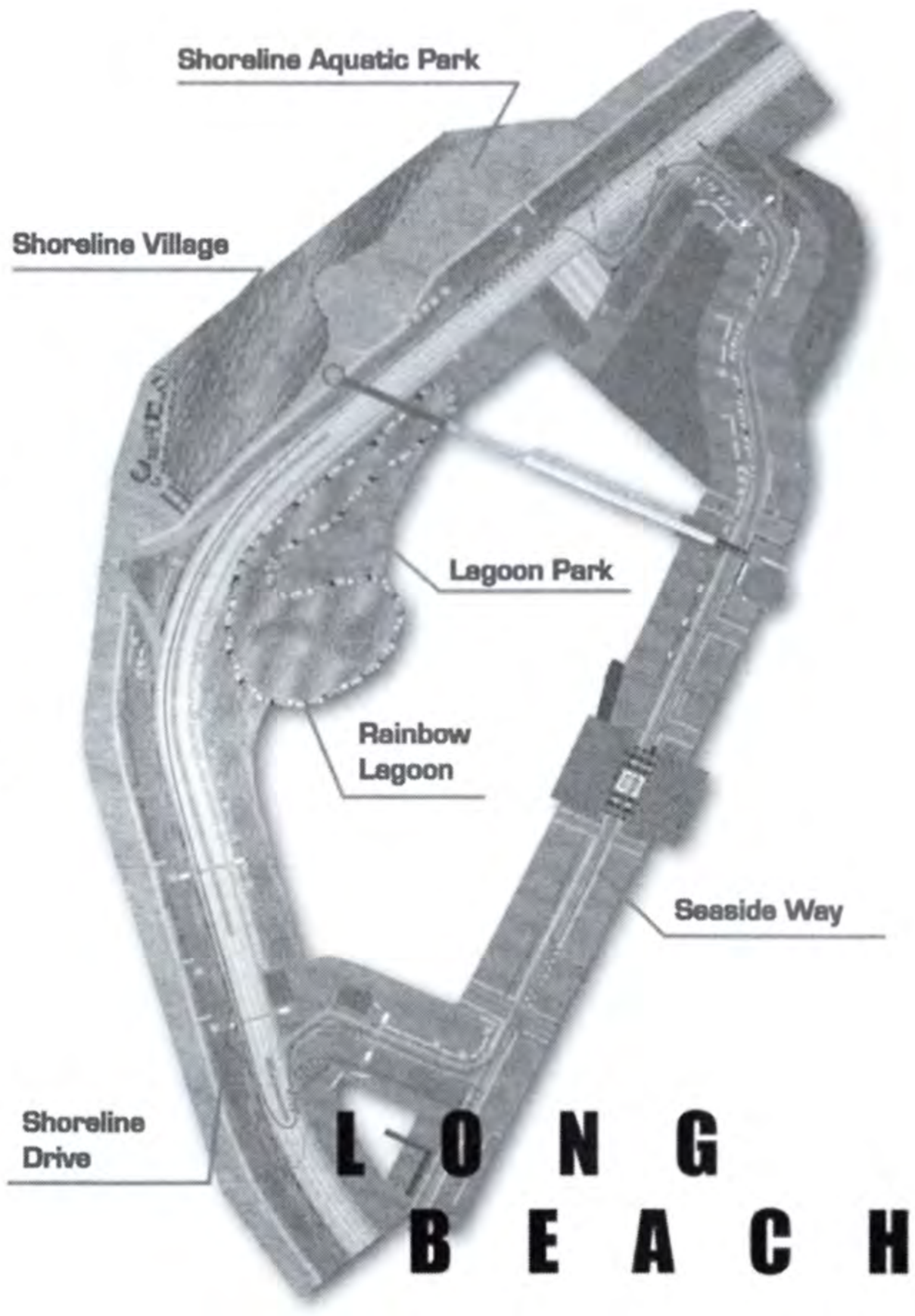
Although it has a maximum height differential of 70 meters, the Sugo is comparatively easy if the players run the course keeping its gradient in mind. The most critical area is the final corner, which can be taken at a steady speed if it is entered head-on.



Suzuka

Total Length: 5864 meters (3.64 miles)

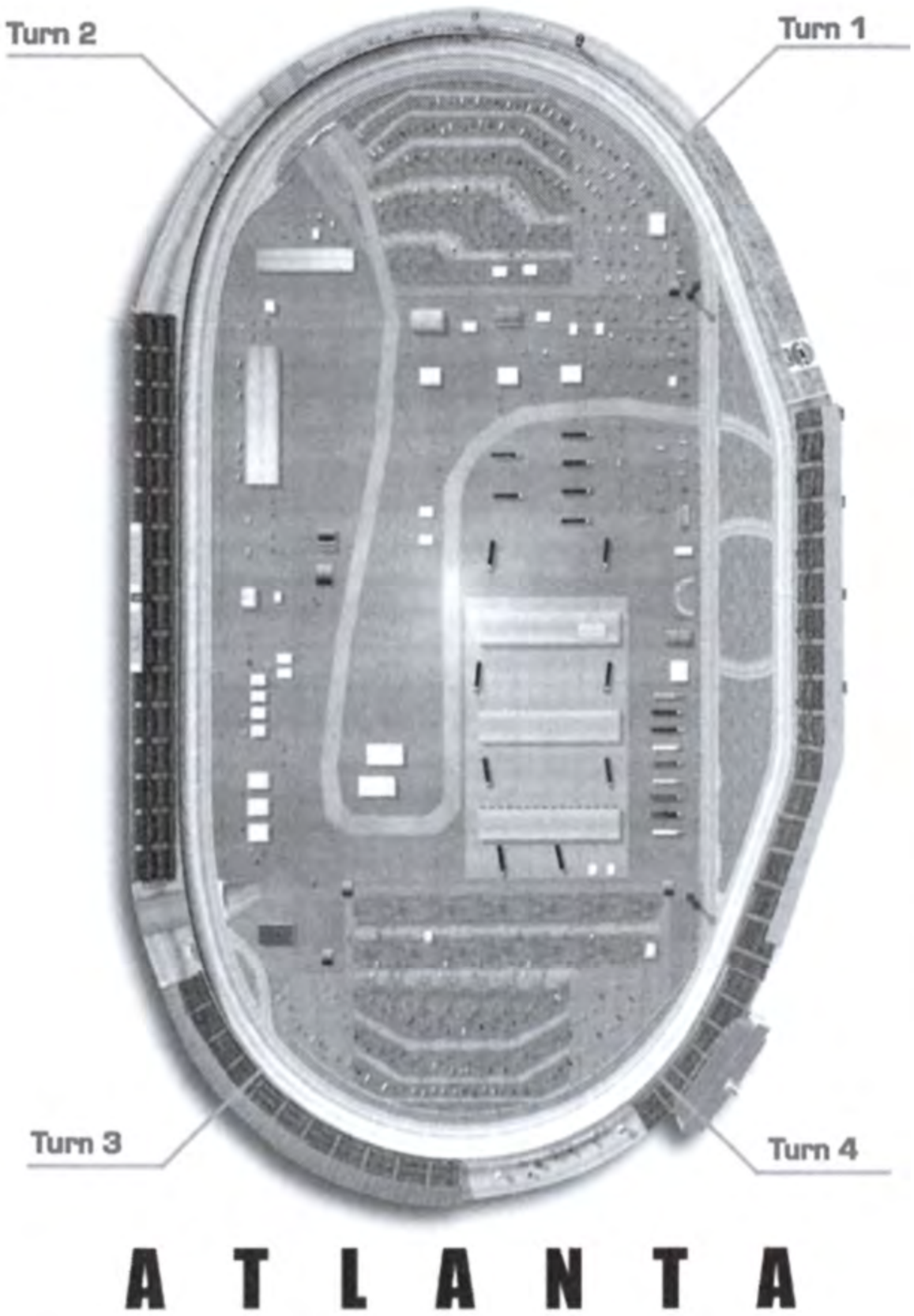
Above all else, this course is characterized in its long lap length and few spots where opponents can be overtaken. Its basic layout is a figure 8, and it is an extremely technical course that includes various types of corners. Its most important point is the 130R, where racers should stay calm and try to keep stalls to a minimum.



Long Beach

Total Length: 2558 meters (1.59 miles)

This course is a masterful blend of straight-aways and high-speed sections, 90-degree corners and tight hairpins. It is critical that the player get a feel for the braking points of the right-angle corners that follow after the long back straights.

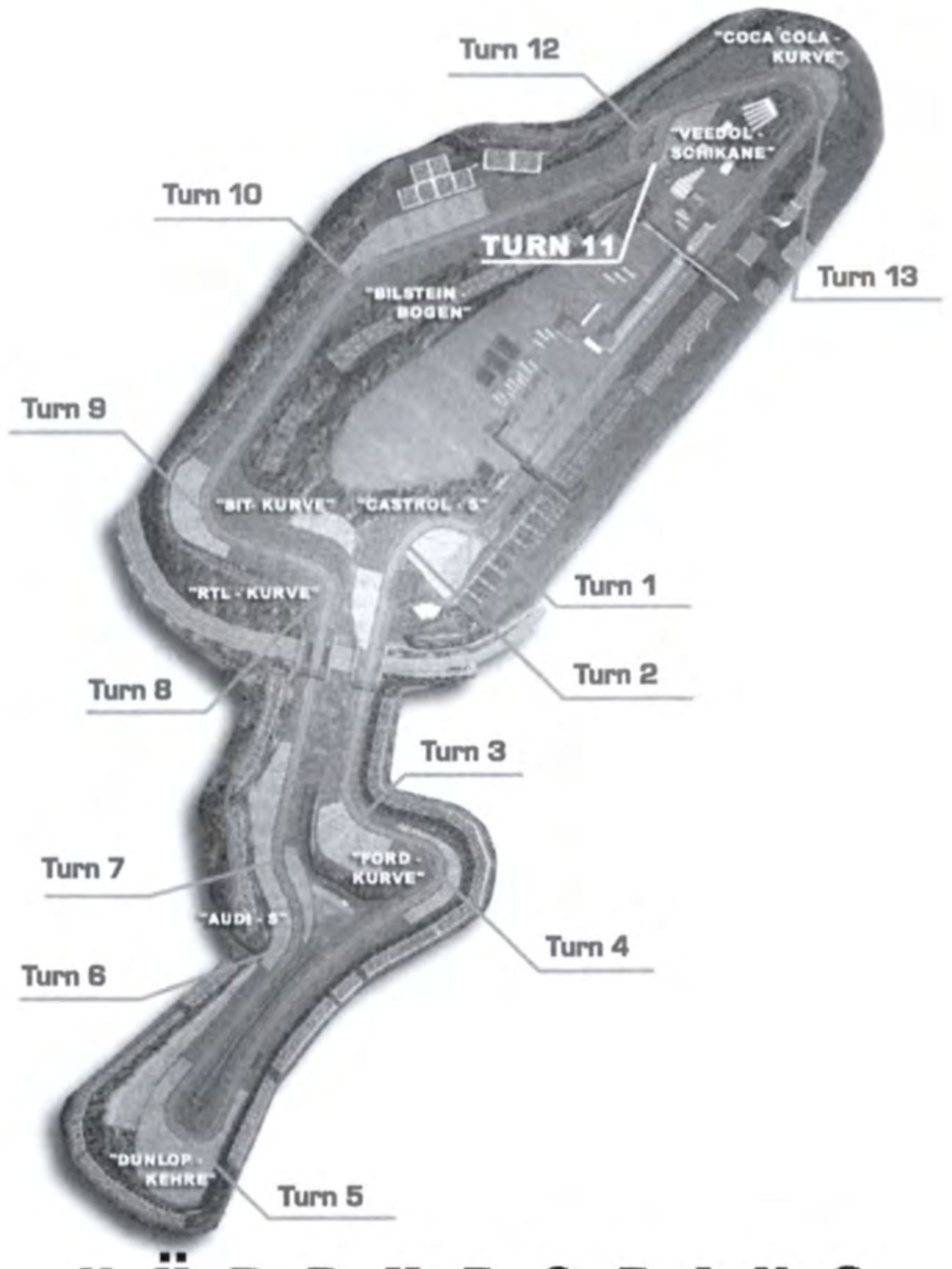


ATLANTA

Atlanta

Total Length: 2478 meters (1.54 miles)

This track is a 1.5 mile oval in the US south. It is important that the player take advantage of the banks, which are a maximum of 24 degrees, in order to run the course without killing their speed. If the player enter the turns too fast they will understeer and quickly fall prey to the concrete wall.

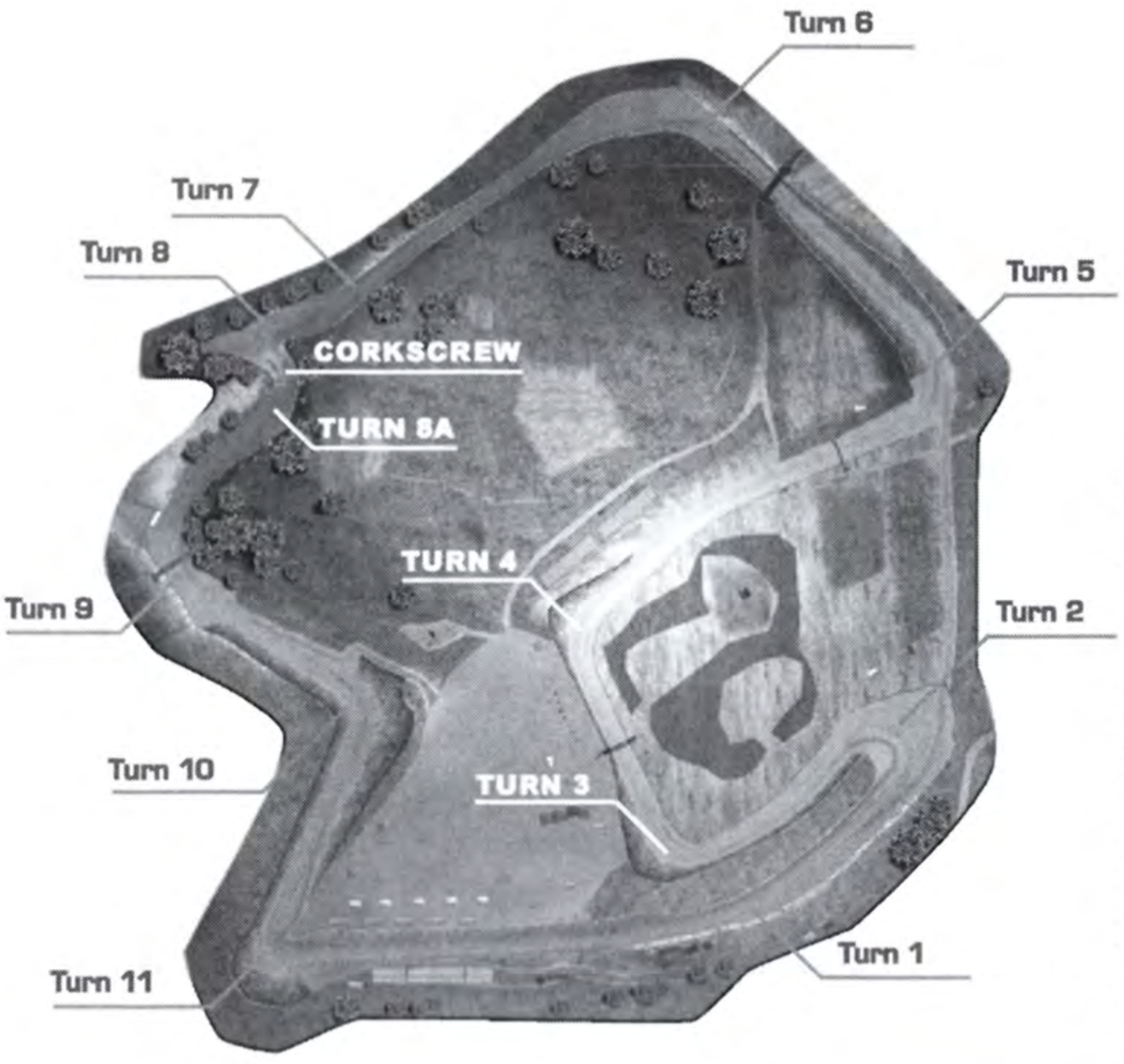


NÜRBURGRING

Nürburgring

Total Length: 4556 meters (2.83 miles)

The foremost technical German racing circuit, it is adopted for grand prix races. Be careful of the S-shaped and hairpin corners right after the start. The Veedol chicane should be taken on the simpler S curves side.

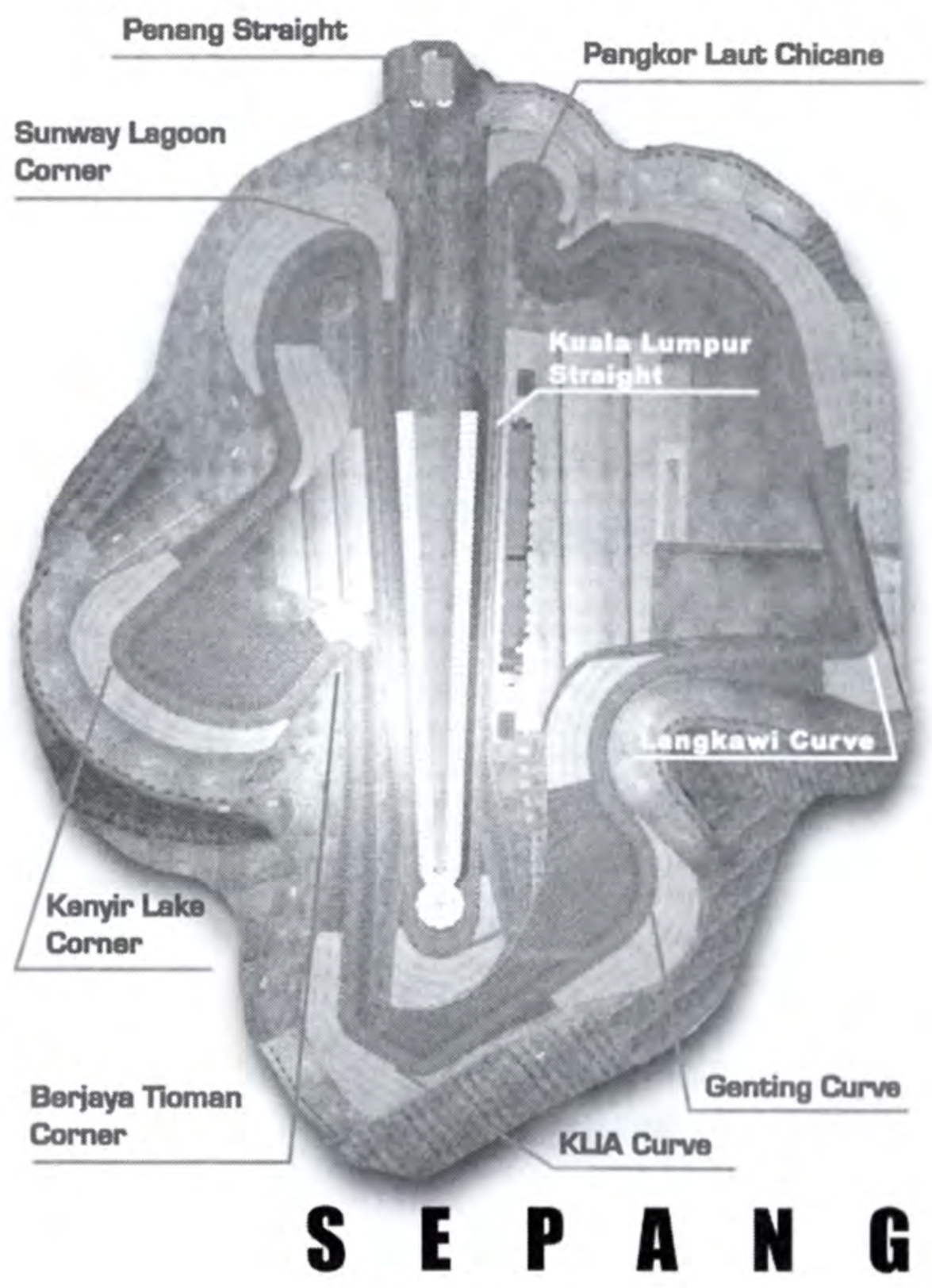


LAGUNA SECA

Laguna Seca

Total Length: 3602 meters (2.24 miles)

This US circuit is famous for its steep gradient corner known as the "corkscrew." The difference in height at this corner can be likened to that of a roller coaster. That being said, the course can be mastered relatively easily if it is run keeping the height differences in mind. The most critical section is definitely the corkscrew.

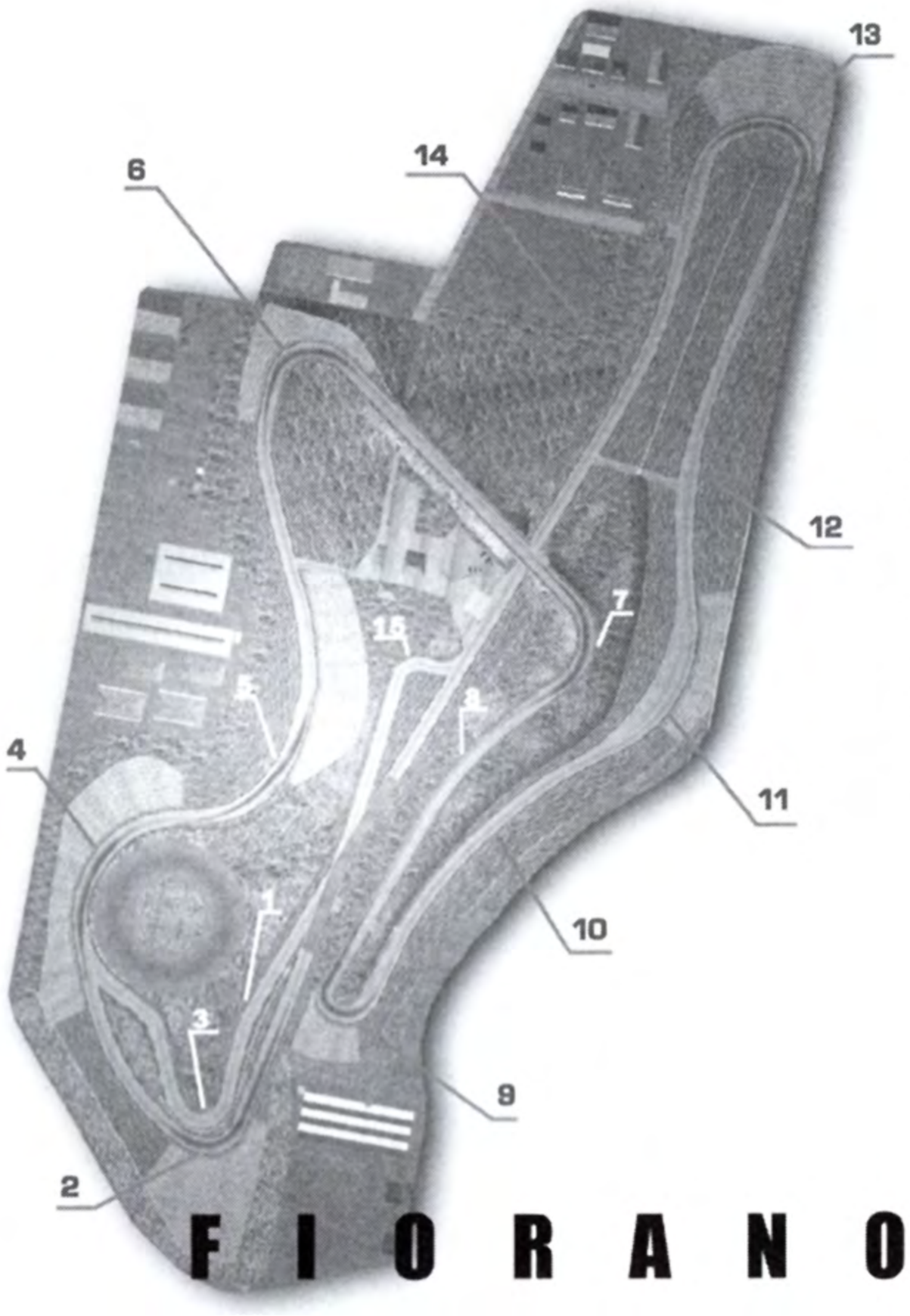


SEPANG

Sepang

Total Length: 5542 meters (3.44)

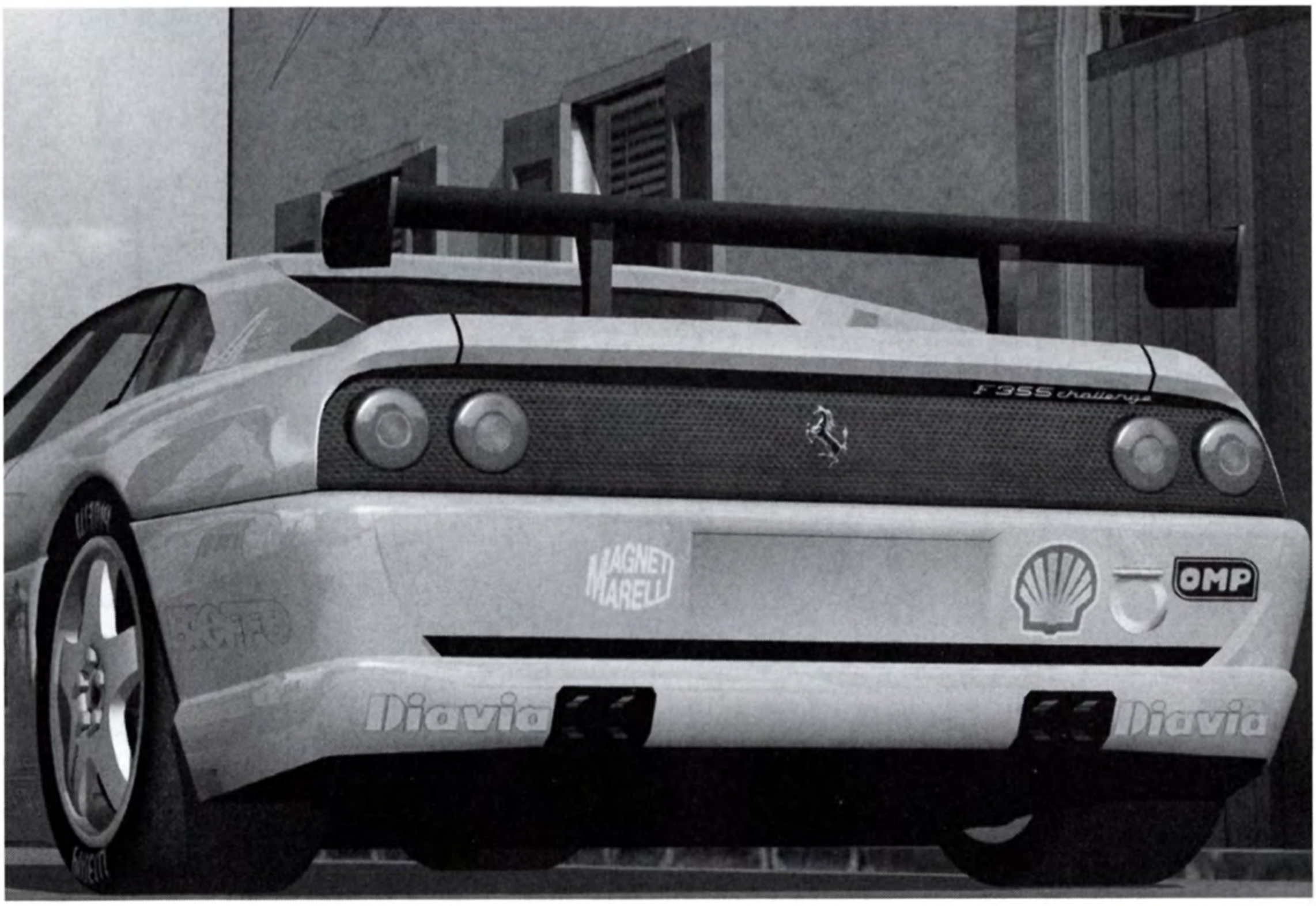
This brand new international circuit in Malaysia is known for its wide track. However there is number of complex corners makes this course extremely tricky to run. Quickly set up and accelerate on the two straight-aways to improve the lap time on this track.



Fiorano

Total Length: 2976 meters (1.85 miles)

This is the Ferrari test course, and is a technical circuit designed to incorporate plenty of well-known corners from circuits across the world.



Notes

Notes

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